Bonaparte In Italy
THE CASTIGLIONE CAMPAIGN

A Game by Jacques Rabier

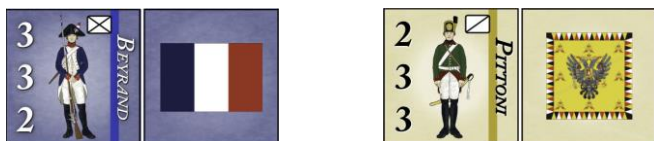# PLAY BOOK v1.0

Table of Contents

[13.0] OPTIONAL FOG OF WAR RULES

"The backbone of surprise is fusing speed with secrecy." — Carl von Clausewitz.

When using Fog of War rules, both players should keep their Units face-down. A face-down unit is called a Hidden Unit while a face-up one is called a Revealed Unit.

Examples of Revealed/Hidden Units

Units remain Hidden except in several occasions detailed below:

[13.1] Revealing Hidden Units

"One of the surest ways of forming good combinations in war would be to order movements only after obtaining perfect information of the enemy's proceedings". — Antoine-Henri Jomini.

[13.1.1] Units in the Same Area

Units from both sides occupying the same Area are Revealed (turned face-up) immediately.

[13.1.2] Reconnaissance

Units may be Revealed thanks to Reconnaissance.

To attempt a Reconnaissance, the Active Player may at the beginning of their Movement Phase (before any of their Units move) designate an Area occupied by a commanded friendly single Unit or stack and choose an Area where a Hidden enemy single Unit or stack are positioned as the target for the Reconnaissance. This Area cannot be further away than 2 Areas from the designated friendly Unit or stack and the Active player must be able to trace of path free of any enemy Unit to the target Area.

If the Active player has Cavalry Units in the chosen Friendly Area, these may be used to obtain a positive DRM for the Reconnaissance roll. Cavalry Units used for this purpose must be revealed.

Once the Active Player has declared his intention to reveal Cavalry Units or not, the Non-Active Player does the same with Cavalry Units in the target Area in order to hinder Reconnaissance. Cavalry units used for this purpose must be revealed.

Design Notes: This represents small-sized light cavalry units used for screening.

Deduct the number of Enemy Cavalry SP from the number of Friendly Cavalry SP and use this Cavalry Differential as a DRM for the Active Player's Reconnaissance roll.

The Active Player then rolls a die, applying any relevant DRM, and checks the result on the **Reconnaissance Table**. The

percentage indicates the number of hidden counters (including Dummies and Leaders) in the stack the Non-active player must turn face-up and reveal to the Active Player.

The percentage are always rounded to the nearest whole number. For 50% round the figure down. *E.g., If there is a single unit in the target Area and 25% to 50% of the units must be revealed the single Unit is not revealed. If 75% or more must be revealed the single Unit is Revealed.*

The Non-active player chooses which Units to reveal. Leaders and Dummies (see 13.2) can be used to satisfy the number of Revealed Units.

Remove the revealed Dummies from the Game Map.

Players can use the **Reconnaissance Matrix** to easily find the number of Revealed counters by cross-referencing the number of Hidden counters in the stack (including Dummies and Leaders) and the Revealed percentage.

The Active Player can attempt multiple Reconnaissance in a same Friendly Movement Phase but each Area can attempt or be subject to only one Reconnaissance per phase.

Important: Revealed Units are flipped back to their Hidden face at the beginning of the next Supply Phase.

[13.2] Dummy Counters

"Cavalry is useful before, during, and after the battle." - Napoleon Bonaparte.

Fog of War rules introduce the use of Dummy Counters (Dummies) to increase uncertainty about the exact strength and location of enemy forces. Both players have their own reserve of Dummy Counters.

Design Notes: Dummies represent false rumors about the position and exact strength of the enemy, but also small-sized cavalry units used for picket duties, raiding, screening, scouting and as decoys.
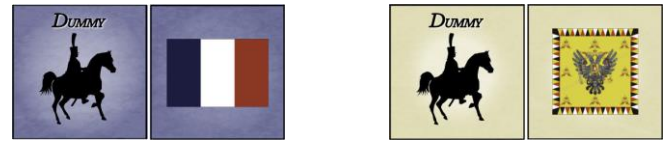
Face-up / Face-down
French and Austrian Dummy Counters

[13.2.1] Dummy Counters Set-up

During the initial Game Set-up each player is allowed to place Dummies with their Units and Leaders as well as creating 'ghost' stacks only made up of Dummies, in any Areas according to the following limitations.

- The French Player may place Dummies in any Area and in any combination west of the Adige River and south of Anfo and Ala.
- The Austrian Player may place Dummies in any Area and in any combination east of the Adige River and north of Salo and La Corona.
- No Dummy can be placed further away than 2 Areas from a real Unit.
- Dummies are placed face-down.

[13.2.2] Dummy Counters Use.
Dummies function like real (i.e., normal) Units with the following exceptions.

- Dummies are always Supplied. *Note: The player can pretend to check for the Supply Status of Dummies.*
- Dummies always succeed the Forced March Checks. *Note: These checks are done secretly by the owning player.*
- Dummies can March to the Sounds of the Guns and always succeed doing so. *Note: The player can*

pretend to fail in order to hide the fact the counters are Dummies.

- Cohesion Hits have no effect over Dummies. *Note: The player can pretend that Dummies are affected by Cohesion Hits (because of a Forced March for example).*
- Dummies have a Movement Allowance of 3 MP.
- Dummies can never move farther away than 2 Areas from a real friendly Unit.
- Dummies can never voluntarily enter an Area occupied by enemy Units (including Dummies).
- Dummies cannot perform Reconnaissance.
- Dummies are not affected by stacking rules.
- Remember that Dummies may be used to satisfy revealing Units (see 13.1.2).

Players cannot use more Dummy Counters than found in the counter mix.

Design Notes: The French player has more Dummies than the Austrian one, this represents the effectiveness of the French light cavalry and their spy network in Italy.

When determining Command and Supply Status enemy Dummies block Command Paths and Lines of Supply.

Design Notes: They represent cavalry squadrons raiding behind enemy lines. Likewise, Dummies block Marches to the Sound of the Guns.

When Units from both sides (including Dummies) are in the same Area immediately reveal and remove any Dummy.

When real Units enter an Area solely occupied by Dummy Counters, both real Units and Dummies are revealed.

Design Notes: In this case Dummies represent Cavalry squadrons on picket duties.

Dummies are removed from play and the real Units can continue moving if they have any Movement Points left.

[13.2.3] Dummies Return. Removed Dummies can be placed back on the map at the end of the Supply Phase. Each Player (starting with the Austrian Player) can place Dummies stacked with friendly supplied real Units.

Example of Reconnaissance. It is the beginning of the French Movement Phase. Massena, the Pijon Cavalry Brigage and the Victor Infantry Brigade, are stationed in Bussolengo. The French Player decides to perform a reconnaissance to Rivoli where 6 face-down Austrian counters are positioned.
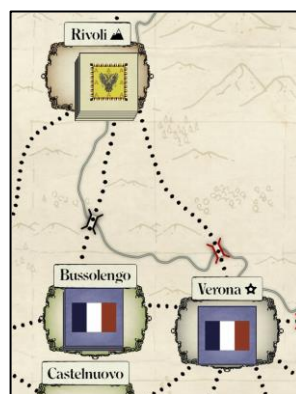
Unknown to the French Player, these counters include Davidovich, Spiegel Cavalry Brigade, 3 Infantry Brigades and 1 Dummy. The French Player decides to commit Pijon Cavalry Brigade (with 2 SP) to (hopefully) get a +2 DRM when rolling on the Reconnaissance Table. The Pijon Cavalry Brigade counter is turned face-up. To hinder the French Reconnaissance, the Austrian Player commits the (4 SP strong) Spiegel Cavalry Brigade and reveals it.

Spiegel Brigade's 4 SP are deducted from Pijon Brigade's 2 SP. Resulting in a -2 DRM. In addition, the French Player benefits from a +1 DRM (natural French DRM) but suffers from a -1 DRM (because the target is in a Mountain Area). The final DRM is -2. The French Player rolls a 6 that becomes a 4 due to the negative DRM. Therefore 33% (one third) of the 5 remaining hidden counters must be revealed. The Players check the Reconnaissance Matrix and note 2 hidden counters must be revealed. The Austrian Player chooses to reveal the Dummy, which is removed from play, and reveals Davidovich Leader. As a result, the 3 Austrian Infantry Brigades remain hidden.

[14.0] OPTIONAL LEADER CASUALTIES RULES

"I know he's a good general, but is he lucky?" — Napoleon Bonaparte.

[14.1] **Mortality Check** Upon completing the Retreat or Pursuit steps of Combat Resolution both Players check for each Leader involved in the Combat to see if they might have been injured or worse. Roll for a Mortality Check for each Leader that took part in the Battle by rolling 2 dice and refer to the **Leaders Mortality Check Table** (applying any relevant DRM). *Note: Roll for every Leader in the Area, not only for those whose Tactical Ratings were used to resolve the Combat.* If a Rank 2 or 3 Leader is killed

or wounded remove his counter from play and replace it by a Generic Leader of the same Formation. Rank 1 Leaders cannot be replaced. Place the Generic Leader in any Area occupied by any friendly Unit that can trace a Line of Supply (see 5.0). If the Leader is killed remove his counter from the game. If he is wounded remove his counter and place it in the corresponding Wounded Leaders Box of the game map.

[14.2] **Generic Leaders** Generic Leaders are replacements for Formation Leaders that have been killed or wounded. Unlike Formation or Army Leaders, Generic Leaders cannot be killed or wounded (do not perform Mortality Check for Generic Leaders, use standard rules 8.6.2 and 9.6 instead).

Design Notes: They are not immortal. A killed/wounded Generic Leader is simply considered to be replaced by another Generic one.

[14.3] **Wounded Leaders Return Check** During the Supply Phase, both Players (starting with the Austrian Player) check if friendly wounded Leaders currently in the Wounded Leaders Box return in play. For each Leader roll a die applying the DRM found in the **Wounded Leaders Return Table**. On a die roll result of 5 or more the Leader returns in play. The owning player immediately removes the Generic Leader counter and replaces it with the Leader counter.

[14.4] **Overrun** Any Leader stacked with Unit(s) eliminated because of an overrun must roll for a Mortality Check. If the Mortality check is successfully passed, move the Leader to the closest friendly occupied Area (if several Areas are available the owning player decides where to move the Leader).

Any Leader(s) alone in an Area (Clear Terrain or not) entered by enemy Units must roll for a Mortality Check as above.

[14.5] Bonaparte If Bonaparte is killed or in the Wounded Leaders Box the French player no longer benefits from the +1 DRM to the Initiative die roll (see 7.0).

[15.0] THE ROADS TO RIVOLI

This optional rule modifies rule 8.4 (Stacking and Movement). Consider the stacking limit to be 16 SP instead of 12 SP when moving Units between Ala, La Corona and Rivoli, and vice versa.
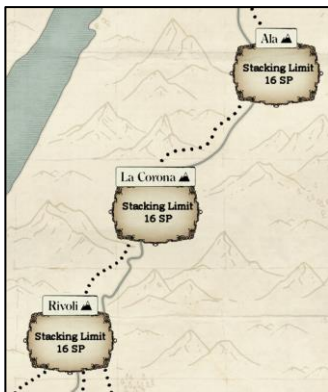
Design Note: For sake of simplicity only one road is depicted in the game, but there were two roads running from Ala to Rivoli, on both sides of the Adige River.

[16.0] MARCHING TO THE SOUND OF THE GUNS

This optional rule modifies Rule 9.1.2. If a Unit intending to March to the Sound of the Guns succeeds its Cohesion Check, it only participates in the 2nd Round of Combat. Accordingly, the associated Combat bonus DRM is only applied during that Round. If there is no 2nd Round of Combat, the Unit does not move.

[17.0] FRENCH SURPRISE

During the first Game Turn the French Player can neither perform Marches to the Sound of the Gun nor Forced Marches.

Design Note: The campaign started with a strategic blunder for the French, as Wurmser outfoxed his younger opponent, 26-year-old Bonaparte, with his opening move.

Bonaparte was expecting the Austrians to attack from the east, coming from Bassano (not represented on the game map) via Vicenza or from the north-east coming from Trent along the Adige River valley via Rivoli. He positioned his troops accordingly.

However, what Bonaparte did not anticipate is that an Austrian column under Quasdanovich would move along the western bank of lake Garda, striking at the weakest point of the French defensive positions, threatening the French lines of communications.

[18.0] OPTIONAL COMBAT BOARD RULES

To help resolve combat in cases where large numbers of Units are involved, players may use the Combat Board. Place the Combat Marker in the Area where the Combat is occurring as a reminder and place each Player's Units and Leaders on their side of the Combat Board. There are specific boxes to place Units providing Concentric Attack and March to the Sound of the Guns bonuses. Place the Combat Round Marker on the Combat Board to record which Combat Round is in progress. Place a One Cohesion Hit Marker on each player Scored Cohesion Hits Track to record the number of Cohesion Hits scored by each side during the combat. Once the Combat phase is

completed, place the Units back on the map and remove the Combat Marker.

[19.0] OPTIONAL UNITS STATUS RECORD SHEETS

Rather than using Markers, Players may use the Units Status Record Sheet to track the number of Hits suffered by their Units, as well as their Command and Forage status. *Note: Printable copies under pdf format are available for download at https://www.whitedoggames.com*

[20.0] EXAMPLE OF PLAY (Movement & Combat)

It is the **Austrian Movement Phase** and the situation is as follows (it if recommended you place the counters on the map to better follow the example):

Wurmser and Melas are in Goito with Nicolleti, Gummer, Pittoni and Bajalich Infantry Brigades as well as Pittoni Cavalry Brigade and Melas Artillery. Davidovich is in Roverbella with Mitrovski and Liptay Infantry Brigades.

Bonaparte, Augereau and Massena are in Castiglione with Gardanne, Robert, Guillaume and Joubert Infantry Brigades.

Kilmaine is in Lonato with Beaumont Cavalry and Dommartin Artillery.

Serurier is in Asola with Servier, Fiorella and Pelletier Infantry Brigades and Dallemagne and Charton Cavalry Brigades.

The Austrians are confident they can defeat Bonaparte's 4 brigades by attacking in Castiglione with the combined strength of Melas and Davidovich.

They move Melas' forces and Wurmser from Goito to Castiglione via Guidizzolo, each Unit spending 2 MP. However, for Mitrovski

and Liptay Brigades to enter the fray both Units need to perform Forced Marches.

They select Mitrovski and indicate they want to move the Unit to Castiglione, then they roll a die and check the Forced March Table. Unfortunately, the result is a 2. The Unit does not receive any additional MP. Nevertheless, the Austrian Player must move the Unit in the direction of Castiglione, so the Unit is moved to Guidizzolo (2 MP). The Austrian Player then checks for Liptay Brigade. They roll a 4. The Unit gets an additional MP but suffers a Hit (a 1 Hit Markers is placed on the Unit). The Unit is then moved to Castiglione together with Davidovich.

It is now the **Austrian Combat Phase**. The French Player decides to call for reinforcements by having Kilmaine and Serurier Forces performing **Marches to the Sound of the Guns.** They need to roll Cohesion Checks for Beaumont Cavalry and Dommartin Artillery. Beaumont Cavalry benefits from a +1 CF Modifier thanks to Kilmaine's Strategic Rating and an additional +1 Modifier because it's a Cavalry Unit. However, the CF of a Unit can never be increased beyond its original rating. Therefore, the French player needs to roll a 4 or less (Beaumont's CF Rating) in order to bring this Unit into the Combat Area. She rolls a 2, the Unit is moved to

Castiglione. As for Dommartin Artillery, Kilmaine's bonus is cancelled by the fact the Unit is Artillery. The French Player needs to roll a 4 or less to succeed. She rolls a 3, the Units joins the Combat Area, together with Kilmaine himself.

The French Player now rolls for Servier, Fiorella and Pelletier Infantry Brigades and Dallemagne and Charton Cavalry Brigades. All Units suffer from a -1 to their CF because they are two Areas away from the Combat Area, but benefit from Serurier's Strategic Rating, while Dallemagne and Charton get a +1 to their CF because they are Cavalry. The French Player respectively rolls 2,4 and 5 for Servier, Fiorella and Pelletier. Both Servier and Fiorella are moved to the Combat Area, but Pelletier stays in Asola. Then the French Player rolls for Dallemagne and Charton and gets a 2 and a 4. Both rolls are successes, and the Cavalry Units join the battle, together with Serurier himself.

Both Players decide to use the optional Combat Board to resolve the Combat. The Combat Marker is placed in Castiglione while the Players place their Units on their respective sides of the Board. As both Army Leaders are involved their Tactical Ratings are used to resolve the Combat.

The French Force commanded by Bonaparte includes Gardanne, Robert, Guillaume and Joubert Infantry Brigades. Servier and Fiorella Infantry Brigades and Dallemagne and Charton Cavalry Brigades from Serurier Division and Beaumont Cavalry and Dommartin Artillery from Kilmaine Division are placed in the 'To the Sound of the Guns' box as reminder they provide a +1 DRM when rolling on the Combat Resolution Table.

The Austrian Force commanded by Wurmser includes Nicolleti, Gummer,

Pittoni and Bajalich Infantry Brigades as well as Pittoni Cavalry Brigade and Melas Artillery that have been reinforced by Liptay Infantry Brigade.

Artillery Bombardment Phase. Bonaparte has more Artillery SP than his opponent in the Combat Area. The Artillery Differential is 1 (Dommartin vs Melas Artillery) in favor of the French. The French Player rolls a die, cross-referencing the result with column 1 of the Artillery Bombardment Table. They get a 2 (no hit). However, Bonaparte (a former artilleryman himself) Tactical Rating grants a +2 DRM. The final result is 4. The French Artillery inflicts one hit to the Austrian Force. The French Player selects Liptay Brigade that already suffered a Hit due to Forced March. The Austrian Player must flip Liptay Brigade's 1 Hit Marker to its 2 Hits side.

ARTILLERY BOMBARDMENT TABLE – See 9.2 - (Roll 1 die)						
	Artillery Differential					
Die Roll Result	1	2	3	4	5	6
0 or less	0	0	0	1	1	1
1	0	0	1	1	1	2
2	0	1	1	1	2	2
3	1	1	1	2	2	2
4	1	1	2	2	2	3
5	1	2	2	2	3	3
6 or more	2	2	2	3	3	3

Combat Resolution Phase. Each player sums-up the total number of SP in the Combat Area. The French Player has 25 SP, while the Austrian one has 23 SP.

Combat Resolution is simultaneous but for the sake of simplicity the attacker rolls the die first. The Austrian Player rolls a die and gets a 3 that becomes a 4 thanks to the +1 DRM because of Wurmser Tactical Rating and crosses-reference this result with the 21-24 column of the Combat Resolution Table. The French Units suffer 3 Hits. The

French Player applies one Hit to Joubert, Fiorella and Gardanne Brigades respectively.

The French Player now rolls on the Combat Resolution Table with the following DRM: +2 (Bonaparte Tactical Rating), +1 (because some of their Units Marched to the Sound of the Guns), +1 (because they have more Cavalry SP than the Austrians). The French Player rolls a 2 that becomes a 6. This result is cross-referenced with the 25+ column of the Combat Resolution Table. The Austrian troops suffer 4 Hits. The Austrian Player applies one Hit to Nicolleti, Gummer, Pittoni and Bajalich Infantry Brigades.

COMBAT RESOLUTION TABLE – See 9.3 - (Roll 1 die)							
	Number of SP						
Die Roll Result	1-4	5-8	9-12	13-16	17-20	21-24	25+
0 or less	0	0	0	1	1	1	2
1	0	0	1	1	1	2	2
2	0	1	1	1	2	2	2
3	1	1	1	2	2	2	3
4	1	1	2	2	2	3	3
5	1	2	2	2	3	3	3
6	2	2	2	3	3	3	4
7	2	2	3	3	3	4	4
8 or more	2	3	3	3	4	4	4

Pursuit Phase. The Austrians realize their opponent used Bonaparte's outnumbered force as a bait to lure them into a battle where they are the ones who is now outnumbered. They decide it is time to retreat. However, since Bonaparte has more Cavalry SP than Wurmser, he is able to pursue the retreating Force. The French Player rolls a die cross-referencing the result with column 4 (6 SP minus 2 SP) of the Pursuit Table. They roll an unlucky 1, but benefits from a +3 DRM (because the pursuing Units are French and because of Bonaparte Tactical Rating). Eventually the Austrian Forces suffer 2 additional Hits. The Austrian Player places a 2 Hit marker on Pittoni Cavalry Brigade (in case of a Pursuit retreating Cavalry Units are the first ones to be hit).

Both Players Forces are placed back on the map. The French Force remains in Castiglione and the Austrian Force retreats to Guidizzolo. This ends the Combat Resolution of the Battle of Castiglione.

White Dog Games 2021